

GAMES – I want to be safe

YES AND NO

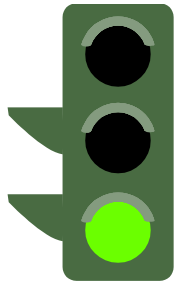
Equipment: “Yes” and “No” signs

One side of the playing area is labeled ‘yes’ and the other side ‘no’. The leader makes a statement and the Cubs run to the appropriate side of the playing area.

Statements could include:

- Is it safe to cross at a robot;
- You can leave a fire unattended;
- You should run across the road without looking;
- A policeman will help you.

TRAFFIC LIGHT



Equipment: 1 piece of card 30cm x 5cm; 3 cards 10cm x 4cm; 1 stick; glue; scissors; crayons

Fold the 30 x 5 cm card in half. Draw three circles on front of card and cut them out. Glue the card between the holes. Glue or tape a stick on the back to form a handle. On each smaller piece of card draw a circle and colour one green, one red and one orange. Insert the strips into the traffic light, slide in and out to show the right colours.

TRAFFIC LIGHT (game)

Equipment: traffic light just made

Cubs run around making the noise of a car. Using the traffic light made previously, on the command ‘red’ all the Cubs sit down; on the command ‘green’, all run around again; on the command ‘orange’, all walk. These commands can be called in any order or be added to, to make the game more interesting. E.g.: the command ‘accident’ could be used and Cubs lie flat on the ground.

FIRE SAFETY YARN

Setting: This story is full of mistakes often made in fire safety. Two adults should lead it. One will read the story, and the other will hold up a sign that says: **“Oh, no – not that!”** The person with the sign should hold it up when a mistake is read so the audience can shout **“Oh, no – not that!”** The sign holder should then correct the story reader with the correct information.

Narrator: Once upon a time a group of Cubs and some Scouters went camping. The Cubs were excited because they would be spending the whole weekend outdoors. They would get to set up tents, play games, eat food outdoors, have a campfire programme and return home happy campers.

As soon as they got to their campsite, two of them set up their tent next to where the fire would be because they wanted to be close to the cooking and warm at night. (**“Oh, no – not that!”** *You can’t do that. Sparks from the fire might catch the tent on fire.*)

The next two Cubs set up their tent a little bit away from where the cooking fire would be; they had

learned their lesson from the first group. They began gathering sticks and piling them inside their tent, because they wanted to be warm at night too. (**"Oh, no – not that!"** *You can't do that. Never have an open flame inside a tent.*)



Two more Cubs set up their tent and hung their liquid fuel lantern in the centre of it. They knew how dark it could be inside a tent at night and they wanted to read in bed. (**"Oh, no – not that!"** *You can't do that. NO open flames inside a tent, even if it is a lantern. Only flashlights.*)

Finally, everyone got the idea and set up their tents in a semi-circle, well away from the fire with all the lanterns outside and the kindling laid neatly by the designated fire area. The area was an established fire ring, well away from overhanging branches. It was time to begin the cooking fire. All the Cubs helped collect firewood. One of the Scouters told them to arrange the wood by size, but the Cubs thought that it was stupid and so they just dumped it by the fire. (**"Oh, no – not that!"** *You can't do that. It is best to*

arrange firewood by size so that the correct pieces are close at hand and easy to get to when building a fire.)

After rearranging all the firewood, the Cubs were told that they could build the fire. They did it exactly like they had been taught. And it was a beautiful fire lay..... (**"Oh, no – not that!"** *You can't do that. Don't light the fire until a shovel and a bucket of water are close by in case the fire gets out of hand or for when you are ready to put it out.*)

After they had the bucket and shovel nearby, they lit the fire. But after a while, it started to go out. They were reaching toward the lantern fuel to pour on the fire.... (**"Oh, no – not that!"** *You can't do that. Never use liquid flammable substances around a fire. It might make the fire flame up and burn somebody.*)

Finally, the fire was burning correctly, but it would be sometime before the coals were ready for cooking. One of the Cubs grabbed a stick from the fire and began writing his name in smoke in the air. (**"Oh, no – not that!"** *You can't do that. What goes in the fire, stays in the fire.*)

As the fire burned down, one of the Cubs decided to see whether he could jump over it. (**"Oh, no – not that!"** *You can't do that. No running or playing near the fire.*)

The fire burned down, the Cubs cooked and ate their foil dinners, and things quieted down. The Scouters breathed a sigh of relief. It looked like everything was



going to be OK and that the Cubs had learned their lessons.

After dinner, the Scouters stoked up the fire again and everyone had a wonderful evening telling stories, and as the flames grew low again, giving the Cubs something to think about. When it was time for bed, the Cubs wanted to put the fire out. The poured a bucket of water on the fire and turned to go to bed...

("Oh, no – not that!" You can't do that. You must stir the fire and be sure that all the embers are out and cold to the touch.)

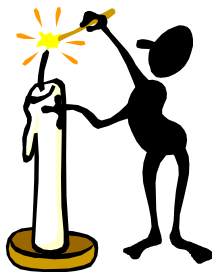
With the fire out, completely out, the day was done and sleeping bags unrolled. Now the adults were sure that the Cubs knew that even though a fire is a wonderful thing with many uses, it must be treated carefully or it can become harmful.

Taken from: Cub Scout Leader How to Book

CANDLE LIGHTING

Equipment: 1 candle in holder and box of matches per Six

Set up a candle with a box of matches in front of each Six in relay formation. On 'go', the front Cub from each Six must run forward, strike the match correctly, light the candle, blow it out and run back to the Six, when the next in line can go. The first Six sitting down smartly is the winner.



DANGERS IN THE HOME

Equipment: various dangerous items to set up a scene, e.g. broken glass, a cold drink bottle marked poison, etc. Anything that suits your particular circumstances. Pen/paper for Sixer.



Set up a dangerous scene in a corner of your meeting place. Allow the Cubs to view the scene for two minutes. Cubs must then move away from the area and list the dangers spotted.

EMERGENCY KIT

Equipment: none

Cubs sit in a circle. The leader starts by saying "in my emergency kit I have a plaster". The next Cub then says, "in my emergency kit I have a plaster and a plastic bag". Continue around the circle, each Cub adding an item.

